TEENAGE MUTANT NINJA TURTLES

ULTRA® GAMES

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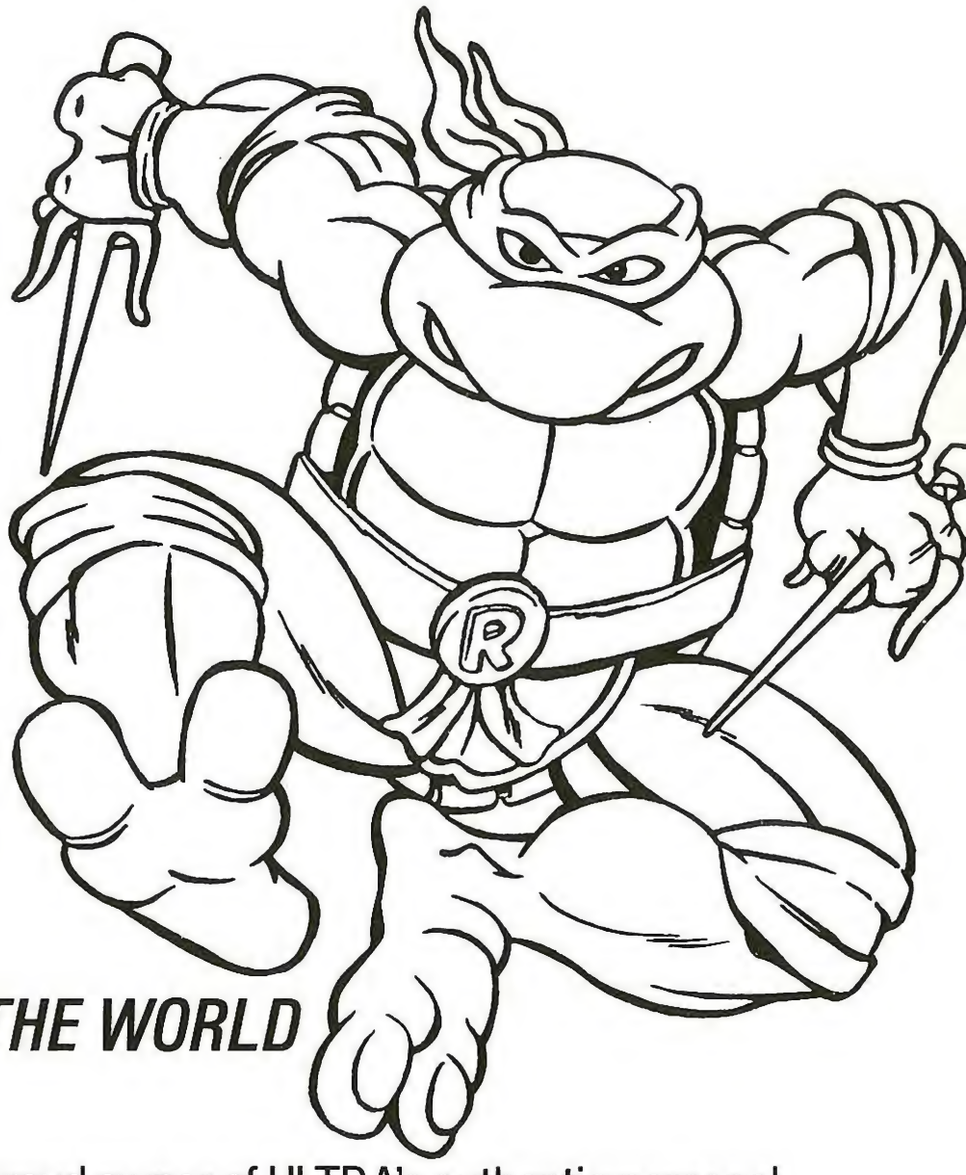

WELCOME TO THE WORLD OF ULTRA!

You're now the proud owner of ULTRA's authentic personal computer version of Teenage Mutant Ninja Turtles.® We suggest that you read the following instructions from Master Splinter™ before battling through the sewers of New York.

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PREPARE TO SHELL OUT SOME PUNISHMENT

Steam rises from Wall Street sewers like hot breath from a pack of wild dogs. Just below the pavement's puddle strewn surface, the Teenage Mutant Ninja Turtles® have gathered around the leftovers of a family-reunion-sized sausage pizza with extra sauce. Usually these party dudes would inhale the mozzarella platter as if it were the last "za" on Earth, but not tonight.

You see, only hours ago, their trusted friend, April O'Neil,™ was kidnapped from her mobile news van by the vile, ruthless, terrorist bully SHREDDER™! He's a Slice-O-Matic crum, a villain more vicious than an army of mind altered Bruce Lees.

With their lovely cohort held hostage, the fearless foursome must concoct a way to rescue April before Shredder brain-washes her into joining his Ninjitsu Foot Clan. They'll combine this treacherous task with the mission they've been on since their mutated beginnings—to thrash Shredder and capture his Life Transformer Gun, the lone piece of technology that can turn their rat friend, Splinter,™ back into the man he used to be.

So take control of these heroes in a half shell, and either claim total victory over New York's premier Kick Man...or lead them onto the menu at McTurtles (Home of the Quarter Flounder with Cheese).

HOW TO PLAY

Your initial goal is to rescue the fair maiden, April, a hip version of a medieval damsel in distress. But your ultimate objective is to battle through the streets and sewers of New York until you score a victory at the TECHNODROME,™ home of the evil Shredder and his Life Transformer Gun.

To reach this territory of terror, you must overcome six levels of adventure without getting all four turtles captured by Shredder's Foot Clan Warriors. Each level has several stages. Along the way, your every instinct will be challenged both above ground and below, and imprisonment will happen swiftly if your Life Line runs down or you're run down by a Roller Car.

Once a turtle is captured, he is out of action until you find and rescue him. (Prisoners could be anywhere. To release them, simply touch their hand.)

At the end of each level (except Level 2) you'll unfortunately find a Karate Boss who is anxiously waiting to turn you into turtle soup.

A FINAL SLICE OF ADVICE: Keep an eye out for weapons, ropes and life-sustaining pizza pies as you go.

LOADING INSTRUCTIONS FOR COMMODORE 64/128®

What You Need

Commodore 64, 128 or 128D computer; 1541 or 1571 disk drive; monitor or TV (color recommended); one joystick required.

Loading

Turn off your computer and remove all cartridges. Plug the joystick into Port 2. Turn on your computer, disk drive and monitor.

If you have a Commodore 128, type **GO64** and press **RETURN**. When the prompt **ARE YOU SURE?** appears, type **Y** and press **RETURN.**

Insert the disk into the drive, label side up. Type **LOAD "*", 8, 1** and press **RETURN**.

NOTE: Do not attempt to load the game with an external fast load cartridge, or any other cartridge, as the game will not load.

LOADING INSTRUCTIONS FOR IBM®PC / TANDY 1000®/100% COMPATIBLES

What You Need

IBM PC, Tandy 1000, or 100% compatible computer; one disk drive; monitor (color recommended); joystick optional but recommended; 384K RAM for CGA or Hercules Graphic Modes; 512K RAM for EGA or Tandy 16 Color Graphic Modes.

Loading

Plug your joystick, if you have one, into your computer. Turn on your computer and monitor. Boot DOS 2.0 or greater. Insert the disk into any disk drive, label side up. Log onto the drive, type **PLAY**, and press **RETURN**.

Selecting Your Graphics Mode

To select either Hercules, CGA, EGA or Tandy 16 Colors, use the arrow keys, then press the **RETURN** Key.

IBM Keyboard Control

If you are using the keyboard instead of a joystick, select the keyboard option and then use the keys for game control.

ATTENTION IBM HARD DISC USERS!

If you own a hard disk drive, you may copy the game disk to your hard drive.

To copy the game, insert game disk #1 into your drive and log onto the computer. Type **INSTALL C:** and press **RETURN**.
NOTE: C: is where hard disks are normally located. If your hard disk is assigned a different letter, replace C: with the letter of your hard disk followed by a colon.

You will then be prompted to insert other disks when necessary. The INSTALL program will automatically create a sub-directory on your hard disk called **TMNT**. When this function is completed, the computer will prompt you. (Sometimes this is a long process, so please be patient.)

To play the game, log C: then type **CD \TMNT**. Finally, type **PLAY** into the sub-directory and start the game using the proper loading instructions.

LOADING INSTRUCTIONS FOR AMIGA™®

What You Need

Amiga 500, 1000 or 2000 computer; 512K RAM memory; one disk drive; monitor or TV (color recommended); joystick required.

Loading

Plug the mouse into Port 1 and the joystick into Port 2. Turn on your computer and monitor. Insert disk #1 into the disk drive. The program will automatically load. Insert disk #2 into the disk drive when the prompt PLEASE INSERT DISK 2 INTO ANY DRIVE is displayed.

If you have two disk drives, insert disk #1 into drive 1 and disk #2 into drive 2.

PSSSST! HERE ARE THE PASSWORD INSTRUCTIONS

After the game has loaded, you will be asked to enter a password to start playing. Look up the four digit number in the password book (located in the center of the manual) by looking at the correct row number and column letter.

For example, if you are given Mission B5, then look across to column B and down to row five to find the correct password number.

Enter the password number and press **RETURN** to start your adventure.

A game screen will appear requesting you to select one of the following:

START A NEW GAME

CONTINUE A SAVED GAME

HOW TO BEGIN

Once you've entered the password and chosen CONTINUE or NEW GAME, press the Joystick Fire Button (Amiga & Commodore) or any key (IBM) to begin the turtle's trek through Chop-Chop land.

HOW TO SAVE YOUR ADVENTURE FOR ANOTHER DAY

At any time during the game, you can use the SAVE GAME FEATURE by simultaneously pressing the CONTROL and the S Key. The screen will briefly flash "SAVING GAME" to confirm your command.

The SAVE GAME FEATURE allows you to save your game status as you progress from one level to the next. You can use the SAVE GAME FEATURE at any time and as often as you wish, but only one game status is saved. Each time you save a game, the current game status replaces the last saved game.

The next time you re-boot the game, you can select CONTINUE A SAVED GAME on the introduction screen and return to the same location in New York where you finished your last adventure.

STARTING A SAVED GAME

When you first load the game, you will be asked whether you wish to: START A NEW GAME or CONTINUE A SAVED GAME.

If you select CONTINUE A SAVED GAME, you will resume playing the game from the point where you last used the game save option.

If you select START A NEW GAME, you will play the game from the beginning of the adventure.

ENDING YOUR MISSION

When you are ready to sleaze-out of the sewer, simultaneously press the CONTROL and Q Keys. You will then be asked whether you wish to: START OVER or END.

If you select START OVER, you will restart the game at the beginning of the first level. You will not need to re-enter the password or reset any game configurations.

If you select END, you will have a last chance to save your game status before quitting.

If you select YES, to the SAVE GAME question, your current status will be saved for future use.

If you select NO, to the SAVE GAME question, your current status will not be saved and the adventure will come to a shell-crushing halt.

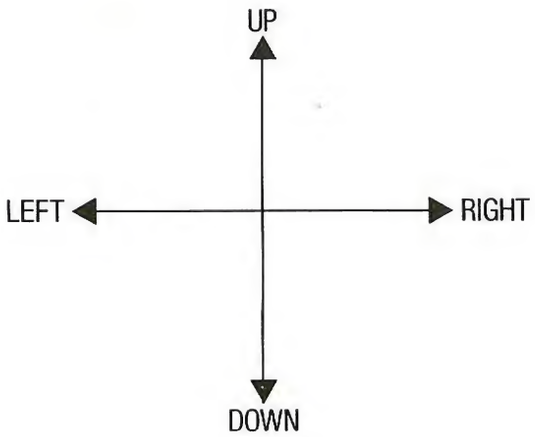
GAME CONTROLS (FOR ALL COMPUTER SYSTEMS)

During the game, press:

Key	Function	Action
CTRL P	Pause	Toggle Pause On and Off.
CTRL B	Background Music	Toggle Background Music On and Off.
CTRL E	Sound Effects	Toggle Sound Effects On and Off.
CTRL S	Save Game	Save the game at the current status.
CTRL Q	Quit	Ends the game and returns to DOS.
SPACE BAR (TAB For IBM)	Weapons Select	Toggle between standard weapon and special weapon (i.e. Boomerang). If the special weapon runs out of ammo, you will automatically revert to the turtle's standard weapon.
RETURN KEY (ESC for IBM)	Special Features	Displays the Information Screen.

JOYSTICK CONTROLS

Joystick moves the turtle hero in four directions.



COMMODORE AND AMIGA ATTACK CONTROLS

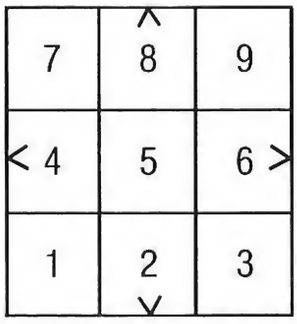
Joystick Fire Button

Press and quickly release to fire active weapon. To jump, press and momentarily hold the Fire Button down.

IBM ATTACK CONTROLS

If you're using the keyboard instead of the joystick, use the keys to control your turtle's movements. To fire the active weapon, press the **SPACE BAR**. To jump, press **RETURN**.

If you're using a joystick, press Fire Button 1 to fire active weapon, and Fire Button 2 to jump.



TO SWIM

Use the joystick (or IBM Keyboard Controls) to maneuver underwater. To increase your swimming speed, press the Joystick Fire Button rapidly (Commodore & Amiga) or Joystick Fire Button 2 or **RETURN** (IBM).

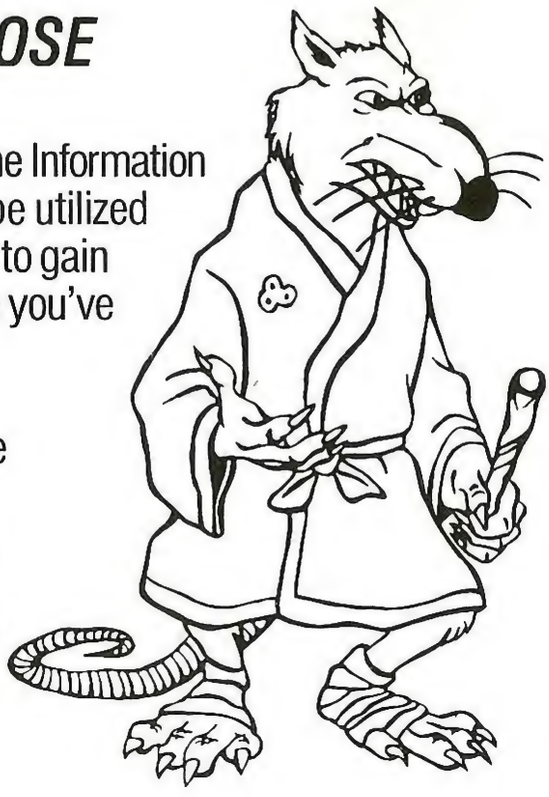
TO PARTY DOWN IN THE PARTY WAGON

To enter the Party Wagon, stand next to it and press the **ENTER** key (AMIGA), the **COMMODORE** key (COMMODORE), or the **TAB** key (IBM).

Once inside, use the joystick or IBM Keyboard Controls to cruise around. If using a Commodore or Amiga, press the **SPACE BAR** to toggle between Anti-Foot Clan Missiles and the Vulcan Cannon. Press the Joystick Fire Button to launch these weapons. If using an IBM, press Joystick Fire Button 1 or **RETURN** to launch Anti-Foot Clan Missiles. Press Joystick Fire button 2 or the **SPACE BAR** to fire Vulcan Cannons.

To exit the Party Wagon, press the **ENTER** key (AMIGA), the **COMMODORE** key (COMMODORE), or the **TAB** key (IBM).

SPLINTER'S MULTI-PURPOSE INFORMATION SCREEN



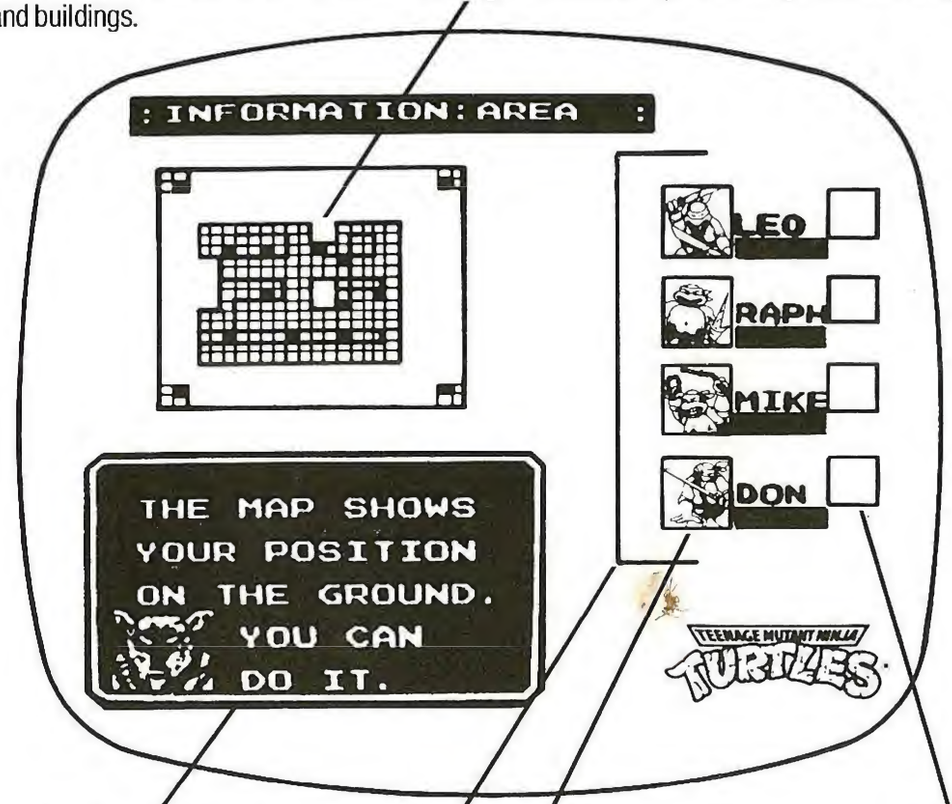
The first screen that will appear is the Information (AKA: INFO) Screen. This screen should be utilized throughout your quest, to read maps and to gain useful hints from Splinter and April (once you've rescued her).

From the Info Screen you'll also choose the turtle you wish to guide. Move the joystick (or IBM Keyboard Controls) Up or Down to select a turtle, then press the Joystick Fire Button to lock in your identity. If you're using the IBM Keyboard Controls, activate your turtle by pressing the **RETURN** key.

During play you can return to the Info Screen by pressing the **RETURN** Key (Amiga & Commodore) or the **ESC** Key (IBM). This is crucial to remember, since you'll gain important advantages by matching each turtle's strengths with those of the various enemies.

Area Map

Displays diagram of the level you're exploring. Your location is highlighted by a flashing white dot. Red Grid Squares indicate areas where the turtles can move through. White Grid Squares clue you in on underground passages and buildings.



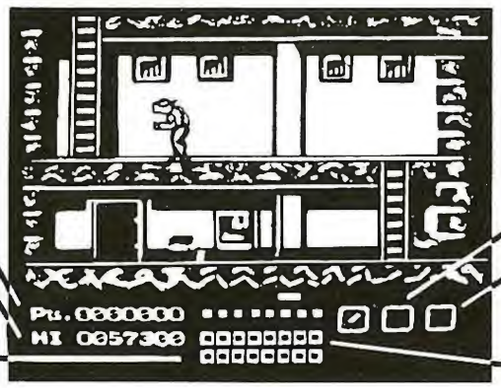
Messages from your loyal friends

The Turtles
Leonardo, Raphael, Michaelangelo and Donatello.

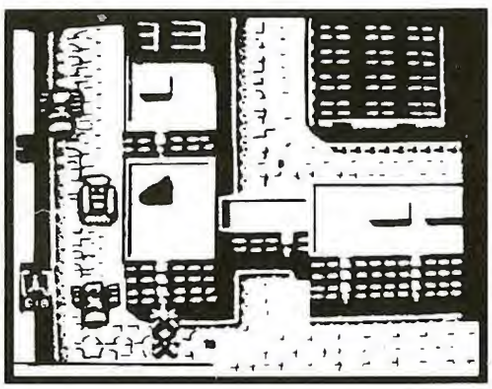
Weapons each turtle is currently using

Turtle Data
Colored graph indicates the turtle presently on the prowl.

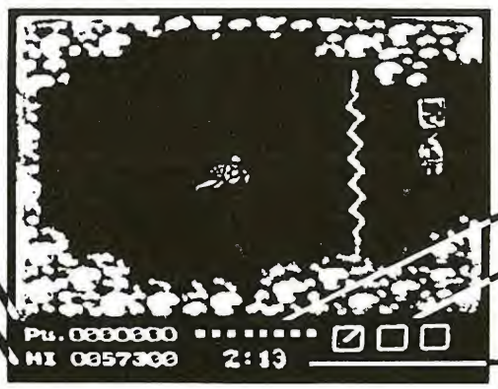
DEATH DEFYING SCREENS



The Sunny Side of the Sewer

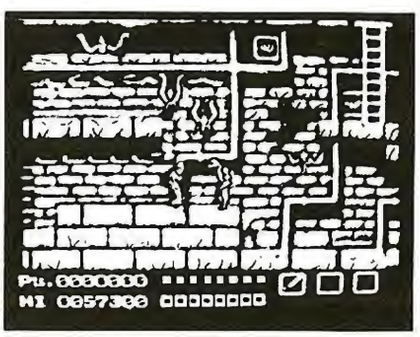


The Streets of New York

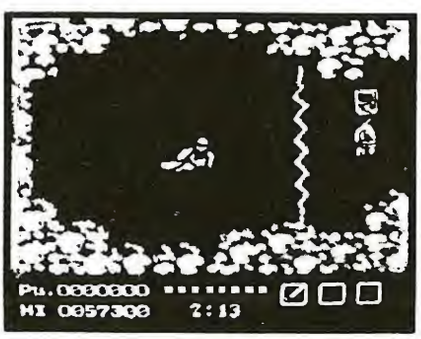


The Criminally Polluted Hudson River

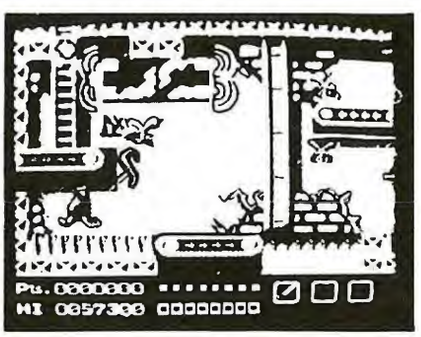
NEW YORK, NEW YORK (A TURTLIN' TOWN)



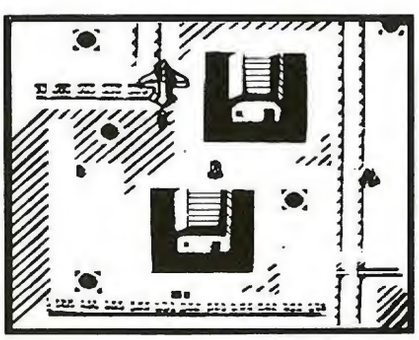
Fifth Avenue/Greenwich Village
(Level 1)



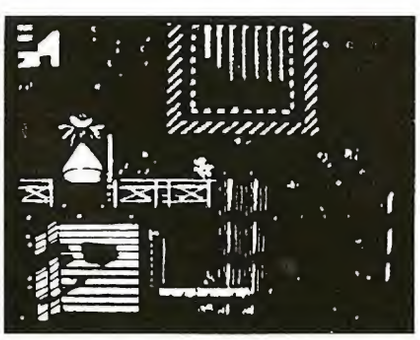
Hudson River near the Holland Tunnel
(Level 2)



Wall Street
(Level 3)



JFK International Airport
(Level 4)



Shredder's Base inside the South Bronx (Level 5)

The Technodrome
(Level 6)

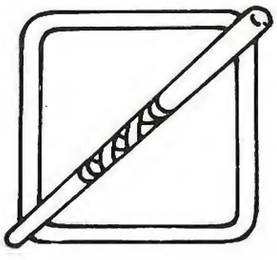
PIZZA AND OTHER LIFE SUSTAINING GOODIES

The Party Wagon

Boomerang
If you catch the boomerang on its return, you can use it again and again.

Mr. Invincibility
Locate one of these, and you'll find yourself indestructible for a limited period of time.

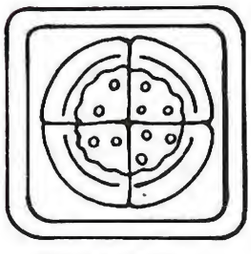
Nunchukus
Michaelangelo's weapon.



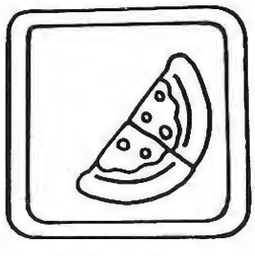
Bo
Donatello's weapon.

Katana Blade
Leonardo's weapon.

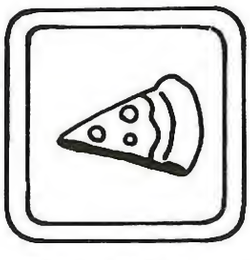
Sai
Raphael's weapon.



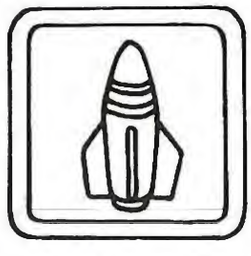
Whole Pizza
Totally revitalizes your turtle.



Half Pizza
Returns a portion of your prowess.



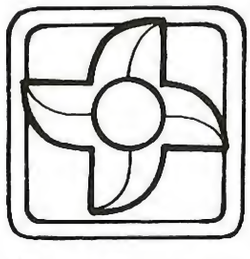
Slice O' Pizza
Restores a slice of life.



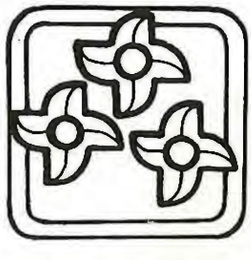
Anti-Foot Clan Missile
Perfect for demolishing enemy barricades in Level 3.

The Rope
Use in Levels 3 and 4 to leap from building to building.

Kiai
When thrown, it travels in a straight line, decimating enemies in its path.



Single Shuriken
Hurl these gruesome weapons one by one.

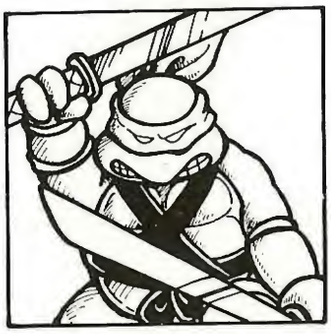


Triple Shuriken
Toss in trios.

THE TURTLES (NOT TO BE CONFUSED WITH THE BEATLES!)

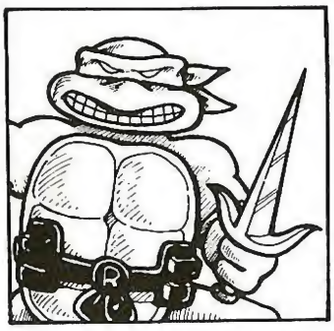
The fab four of Karatedom await your beck and call. These jammin' dudes, stars of stage, screen and comic books, are pumped full of pizza power. Each has a different skill and a unique personality. You must decide when is the best time to control each turtle.

Return to the Info Screen to switch turtles from situation to situation. Remember: These Samurai sidekicks are only as gifted in the ancient art of warfare as you.



LEONARDO™

Leonardo's primary weapon is the hair splitting Katana Blade. He's most effective when attacking sewer enemies, especially ones that lurk overhead.

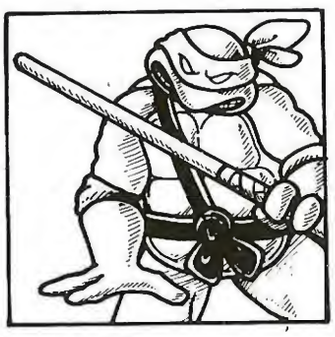


RAPHAEL™

The needle tipped Sai is Raphael's preferred attack tool. The speed and grace of his strikes are what he prides himself on.

MICHAELANGELO™

Compared to his comrades, Michaelangelo's power is only average. However, enemies around his feet usually fall prey to his Nunchukus onslaught. His courage will also amaze you.



DONATELLO™

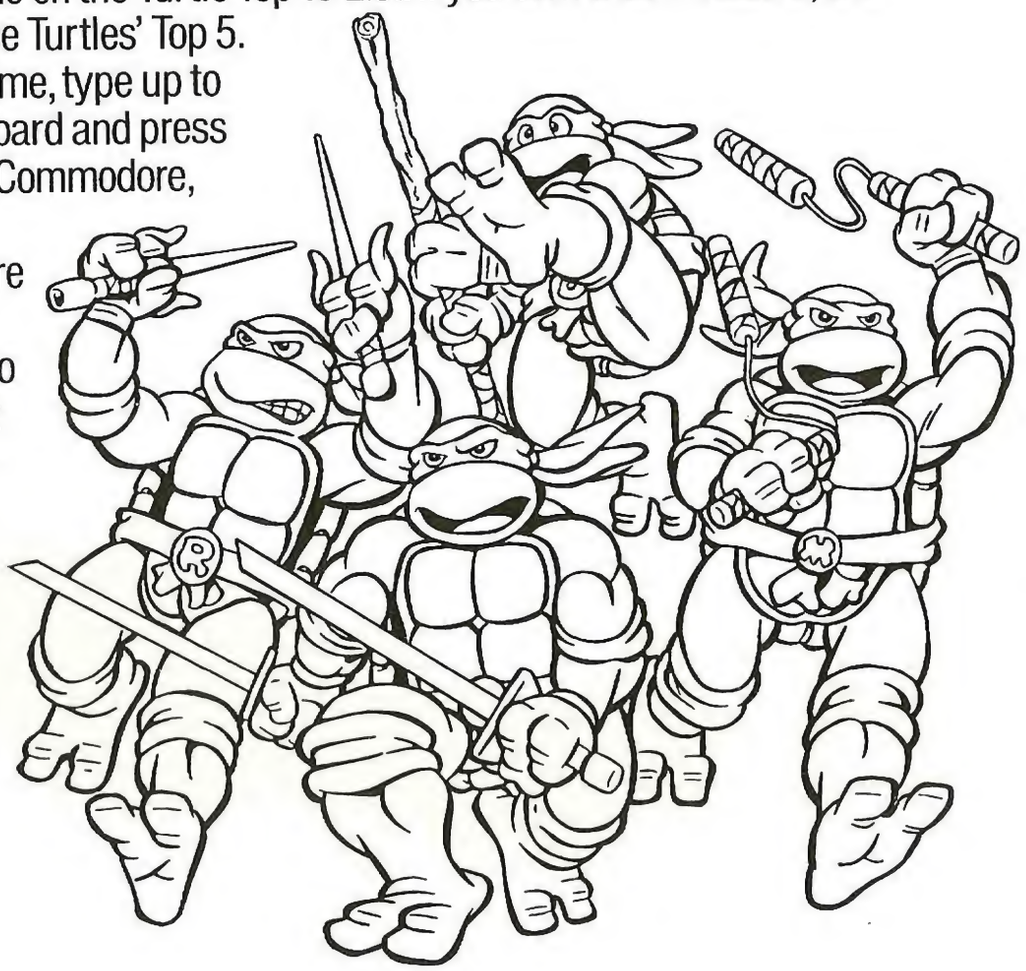
The dreaded Bo (not to be confused with everyone's favorite Halfback/Left Fielder) is Donatello's form of amusement. Don't be fooled by the fact that it looks like a simple stick, because this baby can take out enemies from both above and below.

THE TURTLES' TOP 10

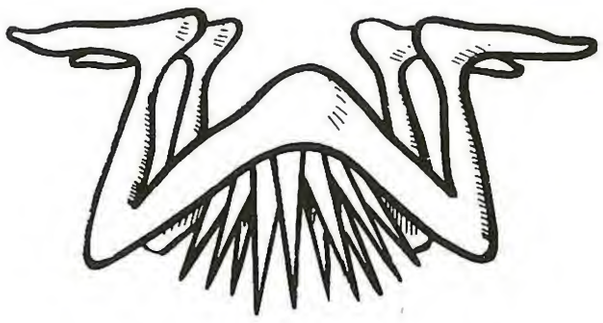
At the end of the game, if your score ranks among the 10 best, you'll be able to enter your name on the Turtle Top 10 List. If you own a Commodore, the list will only include the Turtles' Top 5.

To enter your name, type up to 10 letters on the keyboard and press the RETURN Key. (On Commodore, type up to 3 letters.)

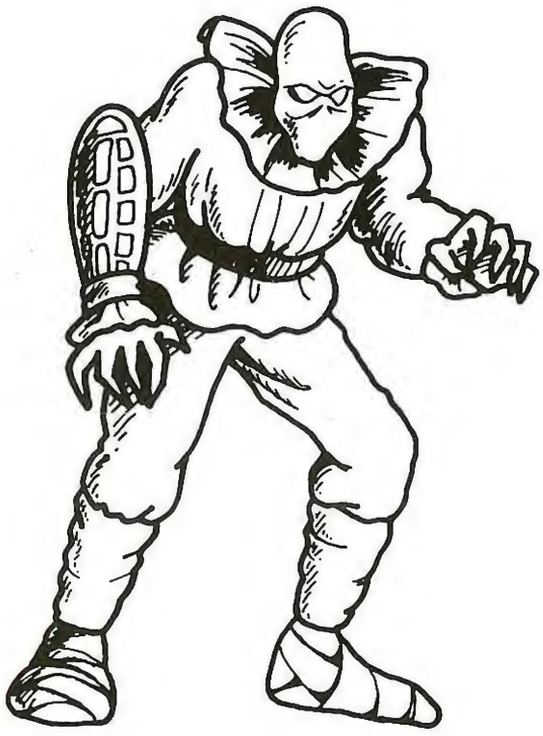
If you fail to score in the Top 10, you'll automatically return to the beginning without stopping by this illustrious screen.



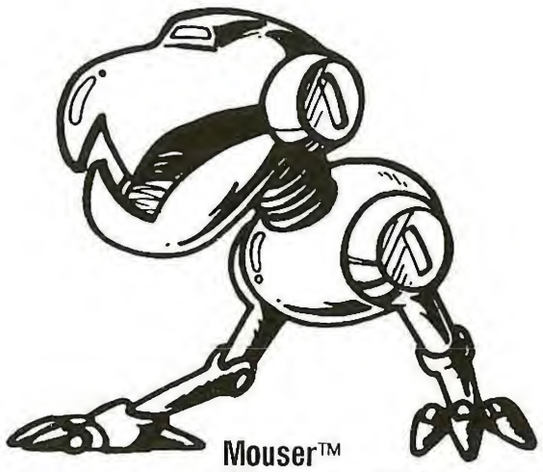
ENEMIES GALORE



Stick 'Em Up (AKA: The Roof Leaper)
Ignorant to the force of gravity, this pesty sewer thug (the product of a horrible chemical spill) pounces about on ceiling pipes, waiting to rain terror from above.



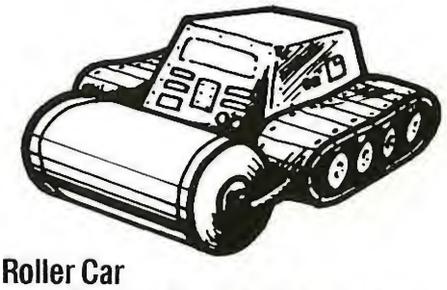
Foot Clan Foot Soldier
Following in the thousand year tradition of karate combat, he's a killing machine blindly guided by Shredder's commands.



Mouser™
With jaws capable of crushing iron sewer grates, the Mouser is Splinter's prime enemy and the turtles' smallest threat.

Fire Freak
An ex-pyromaniac from Brooklyn, this hot dog takes careful aim before launching fireballs that turn into clones of himself.

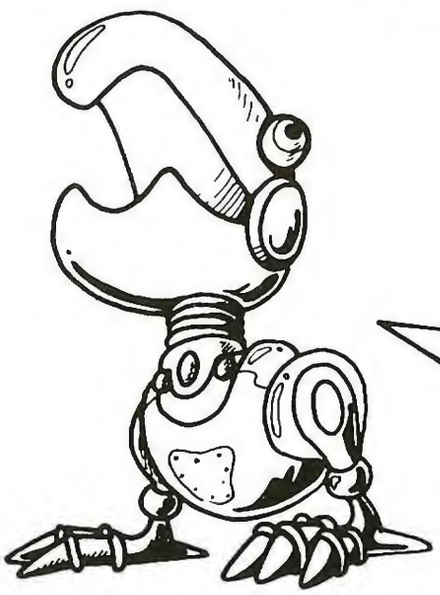
Searchlight Mechanism
If this hovering scoundrel spots you, watch out!



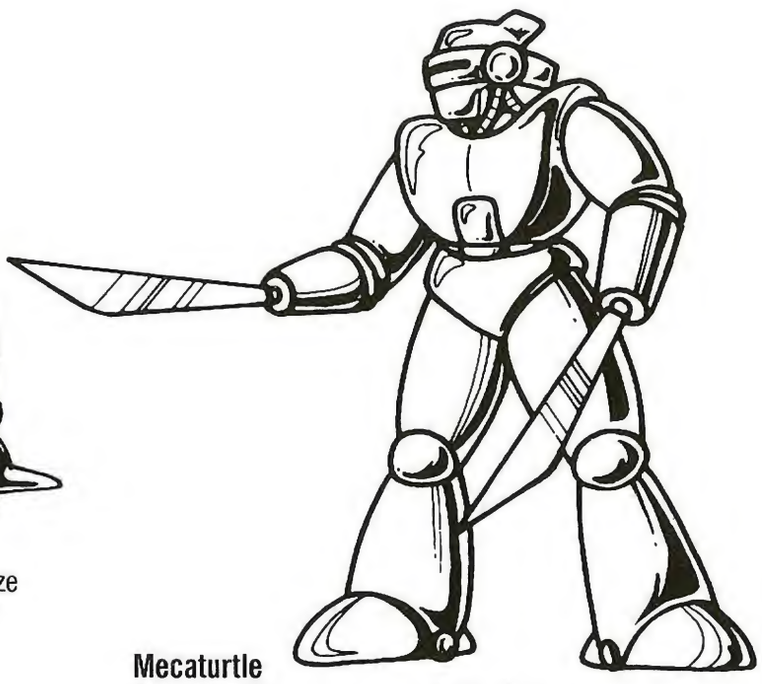
The Roller Car
In search of turtle fodder, Foot Clan platoons tour New York's famous avenues in these Roller Cars (once used by David Letterman during his now famous "smashing" episodes).

KARATE BOSSES

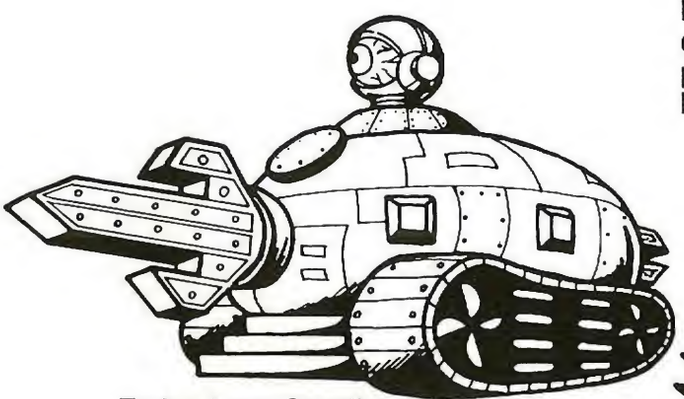
Bebop™ & Rocksteady™
Part beasts and part criminal misfits, these guys are Shredder's most trusted sidekicks and the enforcers at the end of Level 1. (Value 4,000 and 5,000 points respectively.)



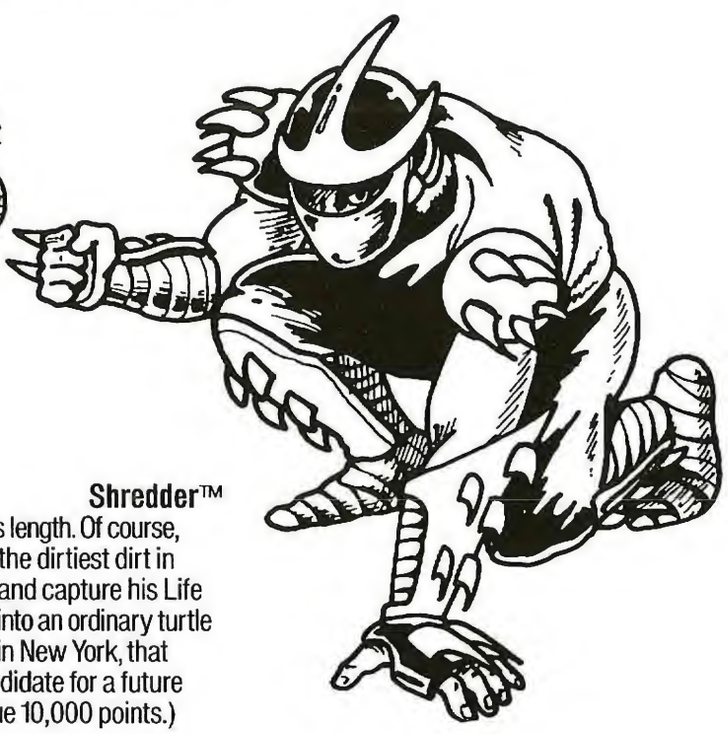
Big Mouser™
Ruler of Level 4, he turned to a life of sleaze after being booted from the Mouseketeer Club. (Value 8,000 points.)



Mecaturtle
Appearing like your average turtle, this Level 3 commander will show his true colors if you do him any harm. (Value 6,000 points. Value 7,000 points if destroyed after his transformation.)



Technodrome Guardian
Level 5's mobile stronghold, this roving ruffian will zap you senseless unless you aim for his eyeclops radar. (Value 9,000 points.)



Shredder™
At last, your arch enemy at arms length. Of course, he's the meanest of the mean, the dirtiest dirt in town. If you fail to destroy him and capture his Life Transformer Gun, he'll turn you into an ordinary turtle —and considering all the cars in New York, that would make you a leading candidate for a future road kill. AAAAAAARGH! (Value 10,000 points.)

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M81002

TEENAGE MUTANT NINJA TURTLES' PASSWORD BOOK

	A	B	C	D	E	F	G	H
01	0170	1194	9770	0533	0138	1221	0610	0048
02	8372	1102	9788	1066	0664	9366	0165	0082
03	8628	0690	0217	8528	0118	9275	6738	0230
04	8810	0053	0150	1141	0560	0035	0137	9284
05	9807	9761	9763	8705	0706	8485	1150	0977
06	0200	8366	1336	0617	8784	9310	8805	8142
07	9781	9178	8729	1660	1564	8267	0165	8274
08	9804	0660	0218	1268	0020	0276	0469	0079
09	1638	1706	9341	9662	0791	1523	4296	0643
10	0657	9280	8868	9278	1705	8085	0184	8941
11	8770	9517	8147	8004	0115	8711	8216	8138
12	1778	9868	1618	8421	8406	8238	9783	8742
13	0009	8364	1110	0971	8581	0778	6503	1122
14	1710	1610	1707	8441	9148	9161	1785	0617
15	0549	9583	8908	0168	1112	0702	8760	0062
16	0781	1128	1218	9815	0781	9110	1771	0870
17	1760	0814	8980	0437	0981	1131	1723	8757
18	1781	9980	9674	9407	8820	8410	1774	1653
19	8431	9875	8507	1018	8890	1606	2685	1113
20	1506	0652	0178	8411	0775	0078	8385	6205
21	8106	1157	8950	1642	6804	1752	8764	1110
22	1414	9917	0606	8105	1208	0815	0861	0174
23	8415	8435	8512	1081	1781	1131	2861	9123
24	0603	1102	1706	9871	1681	0713	1896	0625
25	8813	9200	1208	8780	1107	0082	10	0681
26	1150	1748	9811	0181	0110	4170	7182	0719
27	0715	5218	9191	1814	1871	1681	0210	9468
28	1170	8725	8138	8170	1181	0581	9681	0140
29	1108	5886	1621	0498	1781	0146	1869	0182
30	0791	0544	0144	8192	0000	0001	1181	9740
31	1470	0811	8540	1869	1770	1781	1788	0141
32	0120	0110	9810	8941	9131	1811	0870	2185
33	8018	9181	0008	1031	1600	8106	7884	0720
34	0003	0007	8185	0000	0020	0180	0008	0001
35	0004	0002	0001	8810	0511	0210	1664	0124
36	0605	8342	9281	0548	1070	8810	0060	0180
37	1760	9578	0075	9804	8946	8117	1719	8795
38	1008	9752	9571	8712	1342	8536	0121	0104
39	0218	8311	0270	0757	1580	8830	1210	9053
40	8271	1181	9811	1571	0681	8184	8445	9842

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01	0152	0076	9254	0531	8225	8836	8282	8864
02	1065	0512	0010	9140	9794	0540	1164	1736
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06	1121	1797	0804	8194	9045	0912	1312	8821
07	8425	0620	1814	8760	9211	0041	1068	1056
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14	1214	9132	0111	9729	0602	0041	1171	9880
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16	2178	9417	0622	1073	1081	8805	0618	0427
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18	1791	0671	8123	8141	8171	1121	0004	8100
19	9008	0813	0850	8771	811	982	1182	1501
20	0657	8711	2828	0108	8218	7807	8720	0720
21	0301	9341	8012	8080	8771	802	1880	0 811
22	8507	0182	0081	1102	8711	8781	8858	8880
23	0717	1268	9882	5148	7701	1110	8778	9302
24	0051	017	8771	001	8811	8081	8	0018
25	1008	0588	0080	1895	0083	0004	80	0040
26	1150	8982	9711	0180	8280	8781	8112	0
27	0781	811	0802	8108	8618	8	8140	1100
28	8880	0841	9211	8801	8581	1881	1	8882
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34	1021	0513	0000	0118	0084	0001	0018	0005
35	1804	8720	0108	0180	0081	0818	8818	0181
36	1105	0705	0818	8182	1781	1884	1712	1720
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39	1848	8812	8824	0218	1871	8824	8877	0810
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